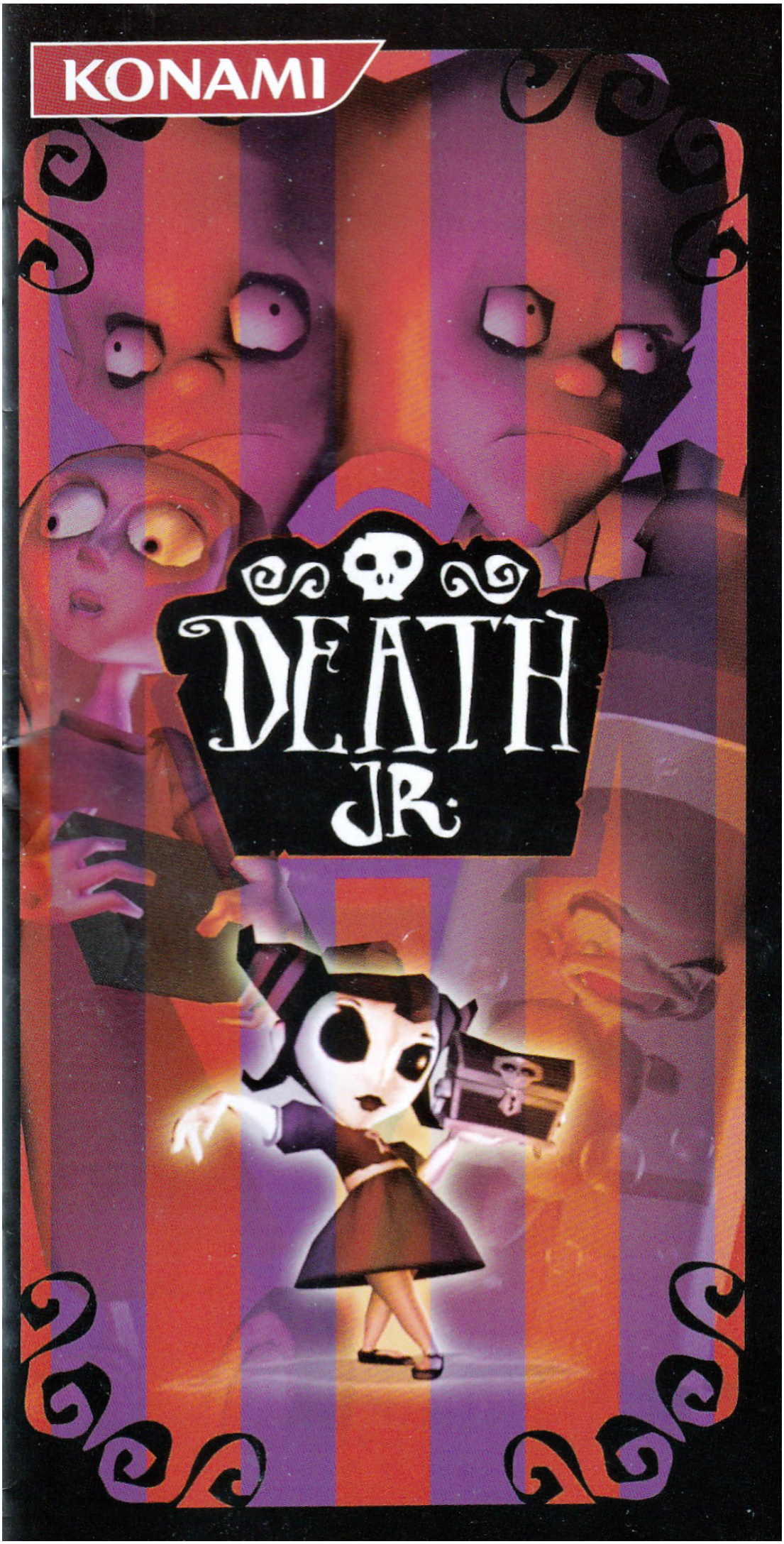
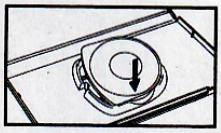
KONAMI



PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.

Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

ULES-00144

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty.
Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE

BAD LANGUAGE

FEAR

SEXUAL CONTENT

DRUGS

DISCRIMINATION

For further information visit http://www.pegi.info

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

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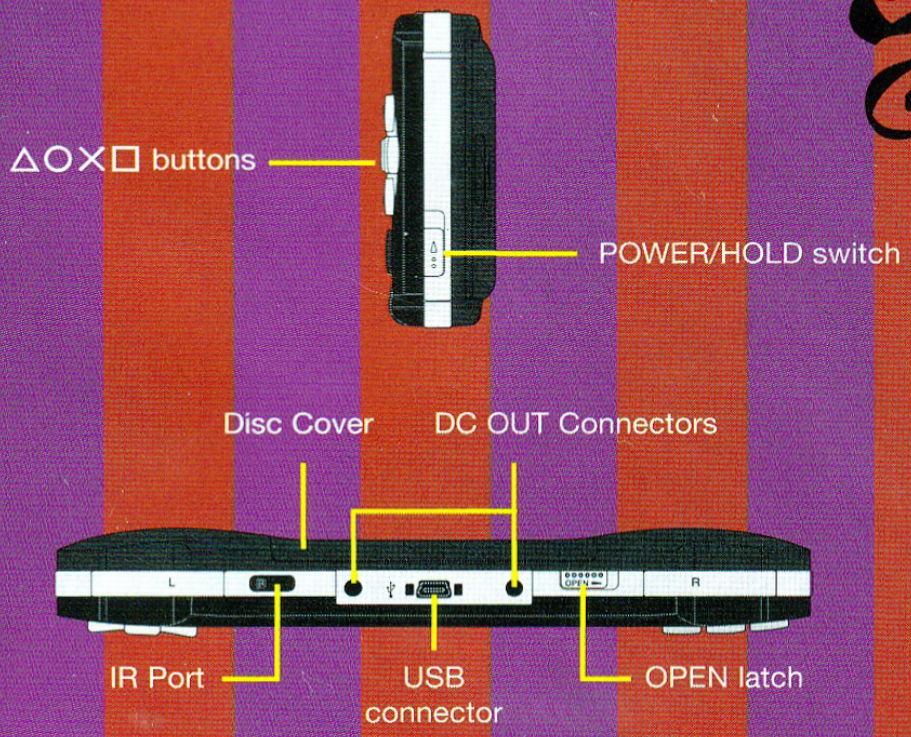
Thank you for purchasing Death Jr. from Konami. Please read this manual thoroughly before playing the game. Also, please keep this manual in a safe place so you can refer to it easily later. (Note: Konami does not re-issue manuals). Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the Purchase date.

GETTING STARTED



Set up your PSP™ (PlayStation®Portable) system according to the instructions in its instruction manual. Turn the system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the DEATH JR. disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

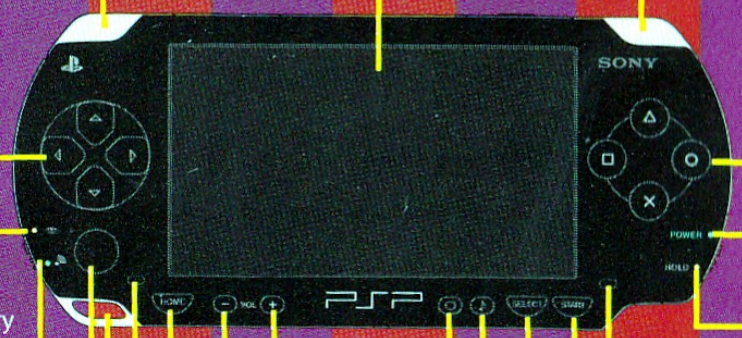
Select the icon from the Home Menu and then select the icon. An image of the software will be displayed. Select the image and press the × button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

STARTING UP

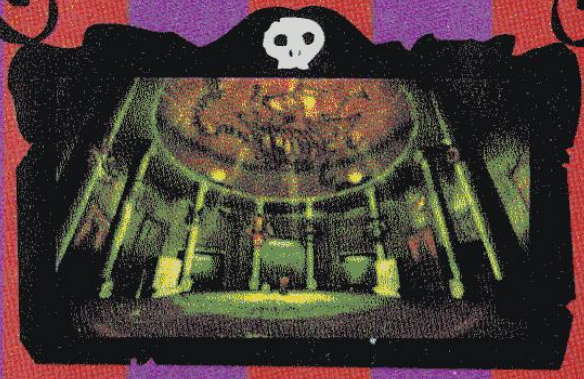


Directional buttons
L button
LCD Screen
R button
△○×□ buttons
Power indicator
Hold indicator
Right speaker
START button
SELECT button
Sound button
Display button
Volume
Memory Stick Duo™ access indicator
WLAN access indicator
Analog stick
Strap holder
Left speaker
Home button

NOTE ABOUT FIRST TIME START-UP

If no Memory Stick Duo™ is inserted or if there is no Death Jr. save data on the Memory Stick Duo™, the language selection screen will be displayed at game start-up. The languages listed are those installed on the system. If the current system language is included in the list of languages, it will be highlighted. Please confirm the language setting before starting the game. Once the save data has been saved on the Memory Stick Duo™, the language selection screen will no longer be displayed at the game start-up.

INTRODUCTION



It was supposed to be a simple field trip to the museum. What could possibly go wrong? A lot, apparently. Especially when the class is Home Room 29A, the one with all the freaks in it. Our teacher, Mr. Joygrove, didn't notice when the creepy kids split off from the Normals, but everyone is going to notice soon, especially since Death, Jr. cracked open a box containing an ancient evil. It's bad enough Moloch—the Necromancer inside the box—stole his friends' souls and sent his Demon army through warps in the museum to nearly every place in town. Now it looks like Death, Jr. is going to be grounded if his Dad finds out he's unleashing death and destruction without permission again. The quickest way to solve this problem is to jump through the portals, kill all the demons, and rescue his friends' souls. Figure out some way to get Pandora out of the box, and just pretend the whole thing never happened.

CONTROL/BASIC OPERATIONS

IN MENU

✕ button	Accept/Next screen
○ button	Cancel/Previous screen

IN GAME

Analog Stick	Move DJ
Directional buttons	Select weapons
✕ button	Jump
○ button	Switch to guns, fire currently selected weapon
□ button	Switch to Scythe, swing Scythe
△ button	Dodge
L button (tap)	Re-centre camera behind DJ / lock-on (manual lock-on mode)
L button (hold)	Enter free look / aim mode
L button (double tap)	Enter free look / aim mode
R button	Enter strafe mode / lock-on (auto lock-on mode)
△ + □ buttons	Trigger assist

GAME CONTROLS

The camera has three modes, ROAMING, STRAFE, and FREE-LOOK.

ROAMING: The camera typically follows behind DJ, but it is not locked behind him, so he can walk sideways and even toward the camera. DJ always moves in the direction the analog stick is pushed and the camera moves to give the best view of the action.

STRAFE: The camera is locked behind DJ although he can still move in any direction. You can enter Strafe mode at any time by holding down the R button. In the default auto-lock mode (see Locking On on p. 10), when you first hold down the R button, you will also auto-lock on the closet enemy DJ can see.

FREE-LOOK: Lets you look anywhere in the level from DJ's current position. Press and hold the L button to enter Free-Look. While in Free-Look, Death, Jr. can't move, but he can still shoot. This is a great mode for aiming. Using the Chain Gun automatically enters you into Free-Look mode.

GAME CONTROLS

WEAPONS

Using weapons in the game is easy. Just press and hold the ○ button and DJ fires the currently-selected weapon.

SELECTING A WEAPON: To choose a weapon, press and hold a directional button and the weapon selection circle appears. Then just press a directional button in the direction of the weapon you want to select. You can quick-select a weapon by pushing the directional button in the appropriate direction.

If you select a weapon for which you have no ammo, it won't fire. Duh! The Twin Pistols have an infinite supply of ammo. DJ's Strafe Mode behaviors triggers automatically when you first fire a weapon. If you haven't fired for a while, he reverts to Roaming Mode behaviours.

SHOOTING: When you shoot, the weapon always fires at the target reticle. The reticle automatically moves over appropriate targets in front of you. Depending on the weapon, this aiming assist has different range and accuracy. Generally, more powerful weapons require more power to aim them.

C4 Hamsters are the exception to this. They roam freely as they find the best enemy to detonate near.

GAME CONTROLS

LOCKING ON: Death, Jr. can lock-on to any enemy in the game. When locked-on to a target, Death, Jr. can move in any direction, but he remains facing the target. He can circle the target, back up, move left or right, but he continues to face the same enemy. DJ stays locked on to a target until the enemy is dead, DJ is dead, or you release the R button.

Lock-on can only be performed while in Strafe Mode. By default, holding the R button to enter Strafe Mode also locks on to the nearest available target which DJ can see. While still holding the R button to remain in Strafe Mode, tap the L button to lock on to the next available target. If you do not tap the L button to lock on to an additional target, the reticle still moves to auto target the nearest enemy DJ can see, but he is not locked-on to this target.

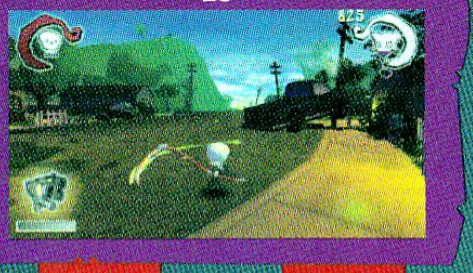
Players who do not want to automatically lock on to a target when they first hold the R button can choose the "Manual Lock" option from the Pause Menu. If you choose Manual Lock, you need to tap the L button when in Strafe Mode to lock-on to a target.

GAME CONTROLS

THE SCYTHE

The Scythe does a ton of damage and is great for knocking back enemies. Pairing it with guns is a great way to take an enemy out. Knock them back and then shoot them while they fly backward.

The Scythe has multiple levels of damage. Press the □ button repeatedly to activate latter stages of the Scythe Combo.



COMBOS & ASSISTS

As DJ kills demons and smashes up the world, he racks up combo points. To keep a combo going he needs to continue to do damage. If too much time passes without some smashing, the combo ends. Combos fill up the special Pandora Assist Meter; longer combos fill it faster.

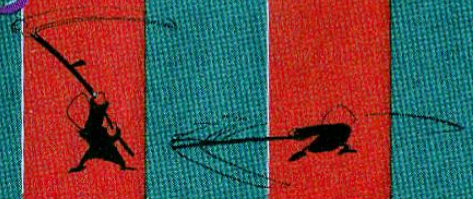
When the Pandora Assist Meter fills up all the way, DJ has access to a special Assist stock. You can trigger this powerful attack at any time by pressing the △ button and the ○ button. Once activated, massive damage is done to every enemy near DJ, and time itself slows down, enabling DJ to deal tons of extra damage to enemies caught in the Assist.

When the game starts, DJ can only store one Assist stock at a time. As he progresses through the levels, he can find Assist Extenders that enable him to hold multiple Assists simultaneously.

GAME CONTROLS

MOVES

Death, Jr. has a variety of moves to help him navigate the world and slay demons.



SWING SCYTHE
Press the □ button to swing the Scythe.

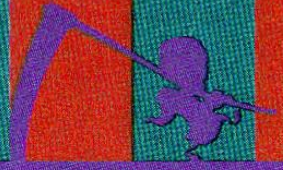
JUMP
Press the ✕ button to jump.

VERTICAL SCYTHE SWING
Press the □ button to jump and then press the ✕ button to swing the Scythe while in the air.

DODGE
Press the △ button and press a direction on the analog stick to dodge in that direction.

REVERSE JUMP
Press the analog stick to run in one direction, and then quickly move the analog stick in the opposite direction. While DJ is sliding, press the ✕ button to jump.

WALL JUMP
Jump into a wall; while DJ is sliding down, press the ✕ button to jump again.



GAME CONTROLS

RAFTER SWING
Swing the Scythe vertically and if it hooks the rafter, DJ automatically swings and jumps off the rafter.

HOOK SWING
Swing the Scythe vertically and if it grabs the hook, DJ swings from the hook until the ✕ or □ button is pushed. While on a hook, you can adjust DJ's orientation.

WIRE SLIDE
Swing the Scythe vertically onto an overhead wire, and DJ begins riding the wire. Press the ✕ or □ button to disengage with the wire. Slide into objects to knock DJ off the wire.

SPIN JUMP
Press the ✕ button to jump, and the press it again while in the air and DJ enters a Spin Jump. You can also use Spin Jumps to grab rafters, hooks, and wires.

SCYTHE HOP
Swing the Scythe vertically as DJ is heading toward the ground after a jump or when falling. If you time it so that the blade of the Scythe hits the ground before DJ, he is launched back up into the air.

LEDGE GRAB
Swing the Scythe vertically near a ledge. If the Scythe hooks the ledge, DJ is catapulted to the top of the ledge.

PLAYING THE GAME

OVERVIEW

Death, Jr. really screwed the pooch when he cracked open the Box. He released an ancient evil that's warping the world. His friends have been captured by Moloch and their souls have been shattered and hidden in the museum. Plus he's probably going to get grounded if his Dad finds out. If you want to avoid restriction – or worse, getting sent to Military School – it's time to try and fix things yourself. Get cracking!

THE MUSEUM

This is where all the madness began. After the Box was opened, Moloch created a number of portals to the rest of the world from the exhibits in the museum. He also created Eye Doors (see Eye Doors on p. 16) to prevent DJ from reaching certain areas.

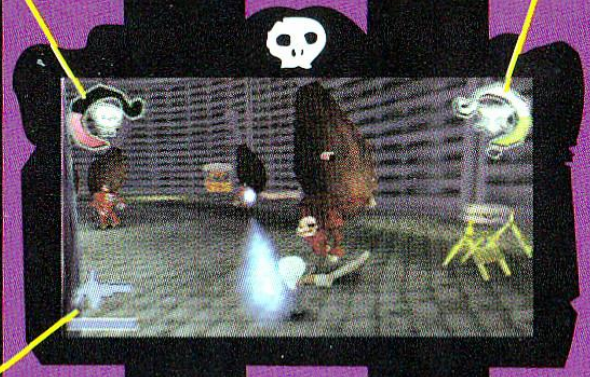
DJ needs to clean up those areas to keep the evil infestation of Moloch from spreading wide enough for his Dad to find out.

Smith and Weston have camped out in the museum's lab to help create weapons that DJ needs to defeat the Demon menace. When DJ returns from a portal to the museum, Smith & Weston are there. If they've created a new Weapon, DJ has it at his disposal.

DJ also finds that some of his friends have been captured by Moloch and their souls have been shattered and hidden in areas that Moloch controls. Once DJ finds a soul piece, he can return it to his friend's body in the hopes of freeing them.

There are also a couple of training areas in the museum that DJ can use to learn his various skills and moves.

THE GAME SCREEN



HEALTH AND SHIELD METER

When DJ takes a hit, his shield goes down. Once his shield is at zero, his health (red) starts to drop. You can keep track of Continues by counting DJ's teeth. You can extend DJ's maximum life and shield by finding Health Meter extenders – these look like DJ's head – hidden throughout the game.

PANDORA ASSIST/COMBO METER

You start a combo anytime you hit something – an enemy or something else you can destroy in the world. As long as you score another successful hit before the meter in Pandora's head runs out, you keep the combo going. Killing enemies makes the meter drain slower than destroying objects. Destroying objects also increases the yellow meter. Pulling off combos makes it increase faster. Once you've filled the meter, you can trigger a Pandora Assist by pressing the △ and □ buttons. You can earn the ability to store multiple assists by discovering Assist Meter extenders – these look like Pandora's head – throughout the game.

CURRENT WEAPON/AMMO LEVEL

You can see all your weapons at once by pressing and holding any directional button.

THE GAME SCREEN

EYE DOORS: Throughout the museum and in the game levels, giant Eye Doors have been erected to block DJ's progress. They look like raw meat with eyeballs in them. To get past the doors in the museum, DJ must complete certain activities, such as completing other levels, etc. If he moves through a Eye Door in the museum, it has an exclamation point in front of it. To get past doors inside the game levels, he needs to free a certain number of human souls. Each Demon is powered by a human soul.

When DJ destroys a demon, the Soul rushes to him for protection. When he approaches an Eye Door, the Souls repay the favour of being saved by rushing to the door and destroying it. If DJ has not yet harvested enough Souls to destroy the Eye Door, the number of souls harvested and the number of souls required to get through the door are displayed on screen.

SOUL PIECES: To save your friends, you need to find their Soul Pieces. When you find one, take it their lifeless body in the museum.

WEAPON WIDGETS: As DJ progresses through the levels, he may discover Weapon Widgets. These look like, well, widgets. When you encounter Smith and Weston, they can use these Widgets to upgrade DJ's weapons. DJ can choose which weapons to upgrade, if he has enough Widgets.

THE GAME SCREEN

HEALTH: As DJ progresses through the game, he finds Health power-ups. These look like skulls and crossbones. They will increase DJ's health meter up to the current maximum. If his health is maxed out, he cannot pick up health power-ups.

AMMO: As DJ progresses through the game, he may find different ammo crates. There are three different colours of ammo: blue, green and yellow. Different weapons are charged by different ammo colours, depending on what colour the weapon is in the Weapon Wheel. When DJ finds an ammo crate, all weapons of that type receive the same amount of ammo. He cannot charge a weapon past 100% full. If all weapons of that type are at 100% when he tries to pick up an ammo power-up, he cannot pick it up.

HEALTH EXTENDERS: As DJ progresses through the game, he may find Health Extenders. These look like DJ's head. If he finds enough, he can increase the total capacity of his health meter.

THE GAME SCREEN

ASSIST EXTENDERS: As DJ progresses through the game, he may find Assist Extenders. These look like Pandora's head. If he finds enough, he can increase the total number of Assists that can be stored for use.

REPORT CARD

At the end of each level, DJ receives a Report Card that shows how he did in the level. The Report Card includes ratings in five categories, as follows:

CARNAGE — The number of kills of all the enemies that could have possibly spawned in the level.

DESTRUCTIONS — The number of destroyed props out of all the props in the level.

COMBOS — The total number of combo points (see Combos and Assists on p. 11)

SECRETS — The number of Assist Extenders, Health Extenders, Weapon Widgets discovered within the level.

FINAL GRADE — The average of all the above grades minus 25% per Continue used.

PAUSE MENU

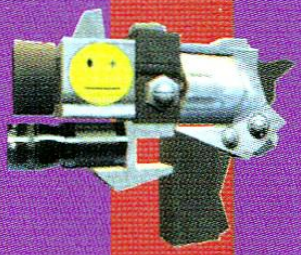
The Pause menu is your friend. From there you can restart a level, return to the museum, end the game, access gameplay options and save your game.

SAVING AND LOADING

You must have a Memory Stick Duo™ to save the game. When you first start the game, you have the opportunity to load a saved game. Simply choose Load Game from the start menu and select one of the five save slots on the Memory Stick Duo™. To save anytime, choose Options from the Pause menu and then choose Save Game.

Saving the game saves unlocked Eye Doors, as well as weapons, Widgets, Soul Pieces and Meter Extenders that have been earned. Your exact position inside the level is not saved.

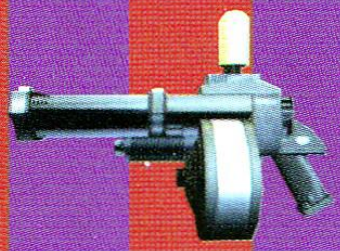
WEAPONS



TWIN PISTOLS

Ammo colour: none

These are your basic weapons. They fire as fast as you pull the trigger (○ button) and have an infinite amount of ammo. They're good for weaker enemies, but they lose accuracy at long distances and don't deal much damage.



SULLIVAN SHOTGUN

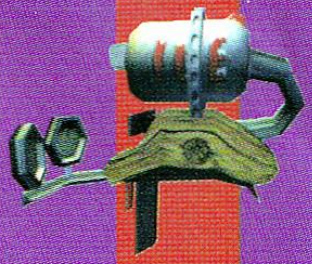
Ammo colour: blue

This is great for close-range attacks.

FLAMETHROWER

Ammo colour: yellow

A great way to toast a lot of guys at the same time.

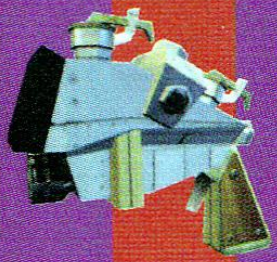


FREEZE THROWER

Ammo colour: blue

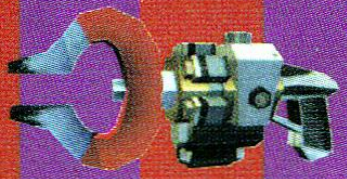
Freeze 'em and they slow down, making killing easier

WEAPONS



ROCKET LAUNCHER

Ammo colour: green
Fatal at all ranges. It takes a bit of skill to aim.



ELECTRIC GUN

Ammo colour: yellow
Use the power of electricity to fry some demons.

CHAIN GUN

Ammo colour: green
Mow 'em down with this rapid fire weapon.

C4 HAMSTERS

Ammo colour: special pickup
The name says it all.

ENEMIES

The horrifying things we faced in the museum. By Stigmartha.

CURRENT NAME: Eyeballers **COMMON NAME:** Corky
LATIN NAME: Oculus Mortis Pedes/Oculus Mortis Ambulo/Oculus Mortis Grando

These guys would be kind of cute if they weren't shooting death rays out of their eyes. And they have a lot of eyes. I think, if you found one as a baby, you could domesticate it and it would be a great pet, like a baby tiger cub! Yeah!

CURRENT NAME: Troopers **COMMON NAME:** Snippersnaps
LATIN NAME: Pugnator Pugnax/Pugnator Grandous/Pugnator Decessus/Pugnator Spitius

I don't think these guys brush their teeth very much. They have awful breath, nasty BO, and really atrocious manners. I think they'd get along with Seep.

CURRENT NAME: Walkers **COMMON NAME:** Spikey
LATIN NAME: Testus Bestia/Testus Excrucio/Testus Grandis

You could make a horror movie out of these demons. I dunno where they came from, but they are creepy and crawly and their spikey feet look dangerous.

CURRENT NAME: Shield Demons **COMMON NAME:** Bruce Mugitus
LATIN NAME: (Texi - Letifer -) Impendeo Trunco/Impendeo Nex/Impendeo Tantus

These demons smell really bad. They are large and can take a lot of damage. If the other bad guys were smart, and they are probably not, they could hide behind these guys to keep from getting hurt. These guys like grapes and are sort of cute, but they would make really bad pets.

CHARACTERS

CURRENT NAME: Ethereal **COMMON NAME:** Spooky
LATIN NAME: (Turbatus - gnarus) Prodigium Praelior/ Magnificabiliter Praelior

Like ghosts, these guys come from everywhere and can go right through solid walls and floors. I don't like them. They make the hair on the back of my neck stand up.

CURRENT NAME: Bats **COMMON NAME:** Gary Pugnax
LATIN NAME: Wingum Mortalitas Veles/WM Subsidium/ WM Praesidium
These guys are everywhere. I don't know if they were normal bats or birds or what, but now they just want to eat people. Maybe they are zombie bats. Zombies are gross.

CURRENT NAME: Bombers **COMMON NAME:** Boomer
LATIN NAME: Flatus Eminor Decessus

They run around and explode all over everything. But I think, deep inside, they are just misunderstood.

CURRENT NAME: Rushers **COMMON NAME:** Mortifer
LATIN NAME: Excessum Velocito Creatura

I wonder if these fellas would make good ponies, if you got them from little cubs and raised them with lots of love and sugar cubes. Probably not. Smith says I'm nuts for thinking so, but I like to think the best of people... and that includes demon hell beasts.

OPTIONS

From the pause screen, you can access the Options menu, where you can set the following options:

GAMEPLAY

INVERT AIMING	Turn inverted aiming on or off.
FREELOOK	Choose to look from either DJ's perspective or the cameras when entering freelook mode.
LOCK ON	Auto automatically locks on, manual requires you to tap the L button when in strafe mode and off implememnts no lock on.
DJ MONOLOGUE	Turn DJ's monologue on or off.

AUDIO

MUSIC VOLUME	Adjust the background music volume accordingly.
SOUND VOLUME	Adjust the sound effects volume accordingly.

VIDEO

Brightness	Adjust the brightness level accordingly.

CREDITS

BACKBONE ENTERTAINMENT

Team DJ
(In order of appearance... in the alphabet)

Art
Norman Badillo, lead level artist
Arvin Bautista, animator
John Paul Castillo, artist
Ken Cope, artist
Kelle DeForrest, artist
Doreen Delgado, artist
Ian Hill, artist
Justin Richmond, animator
Justin Rosenthal-Kambric, animator
Terri Selting, art director
Sach Steffel, concept artist

Additional Art
Armando Afre, character models
Kevin James, stills and marketing support
Peter Overstreet, concept art
Victor Kalvachev, concept art
Louie Ayre, children's pictures
Dan Shallock, animation
Brian Steffel, character models

Design
Lars Bakken, designer
Aaron Keppel, designer
Chris Opdahl, designer
Micah Russo, lead designer
David Sirlin, designer
Pip Stuart, designer

Engineering
David Aldridge, gameplay engineer
Isaac Bender, platform tech lead
Nate Burgess, senior gameplay engineer
Tanio Klyce, senior tools engineer
Stephen Perez, gameplay engineer
David Sullivan, lead engineer
Additional Engineering
Sean Craig
Mike McGrath
Dan White
James Poelke
Gilberto Rosado

Project Management
Chris Charla, senior producer
Max Fitzmaurice, associate producer
Jessi Harrison, producer
Mike Mika, creative director

CREDITS

PR and Marketing, Backbone
Nicole Tanner, communications manager

Sound
Robert Baffy, music and audio director
Kurt Larson, sound effects engineer
Additional Sound:
Brian Coburn, sound effects contractor
Sound: Voice Over
Casting and Recording by WebTone
Andrew Chaikin - Seep
Paige Cook Perez - Stigmartha
Alli Johnston - Pandora
Daron Jennings - Smith & Weston
Mark Van Gelder - Joygrove
Rebecca Wink - Mom

Suits
Andrew Ayre, president
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Dedicated to the attendees of ComicCon who gave us awesome feedback on the game and the comic. You rule.

Proudly hand-crafted in Alameda County, California

No hamsters were harmed in the production of this videogame.

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